

Fig. 1

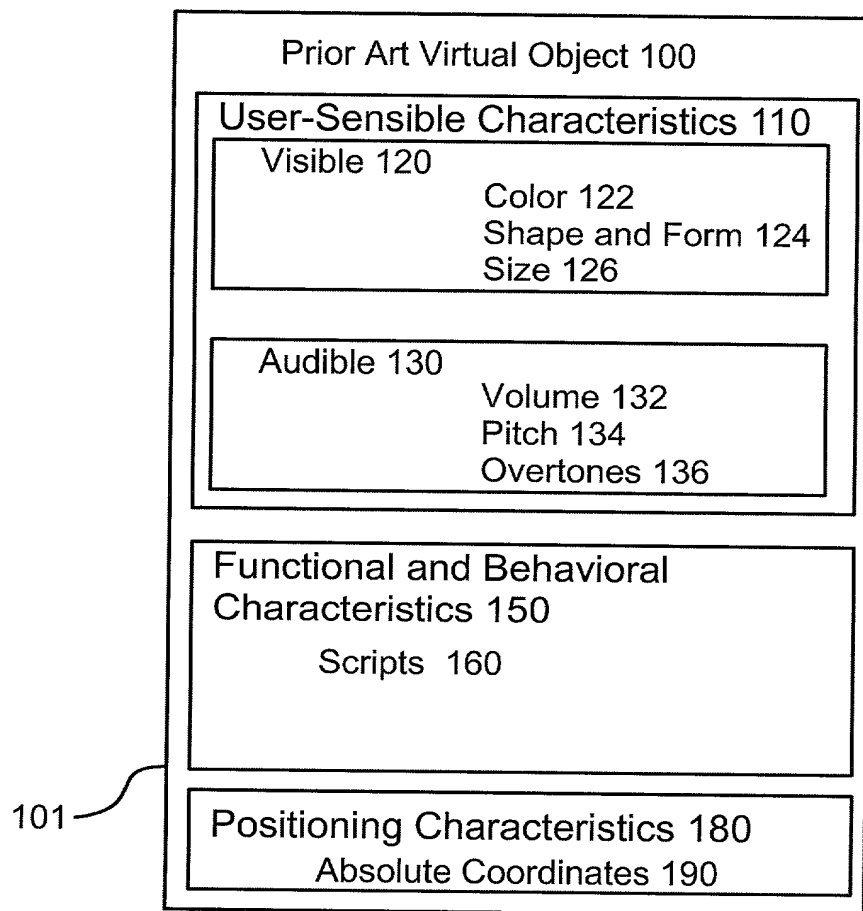


Fig. 2

**Object 200**

**Split Object User Display Part 202**

**User-Sensible Characteristics 210**

**Visible 220**

Color 222

Shape and Form 224

Size 226

**Audible 230**

Volume 232

Pitch 234

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**Positioning Characteristics 280**

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Relative Positioning 295

**Functional and Behavioral Part 251**

**Functional and Behavioral  
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Rules of Play 260

Rules of Behavior 270

Interactions 275

201

Fig. 3

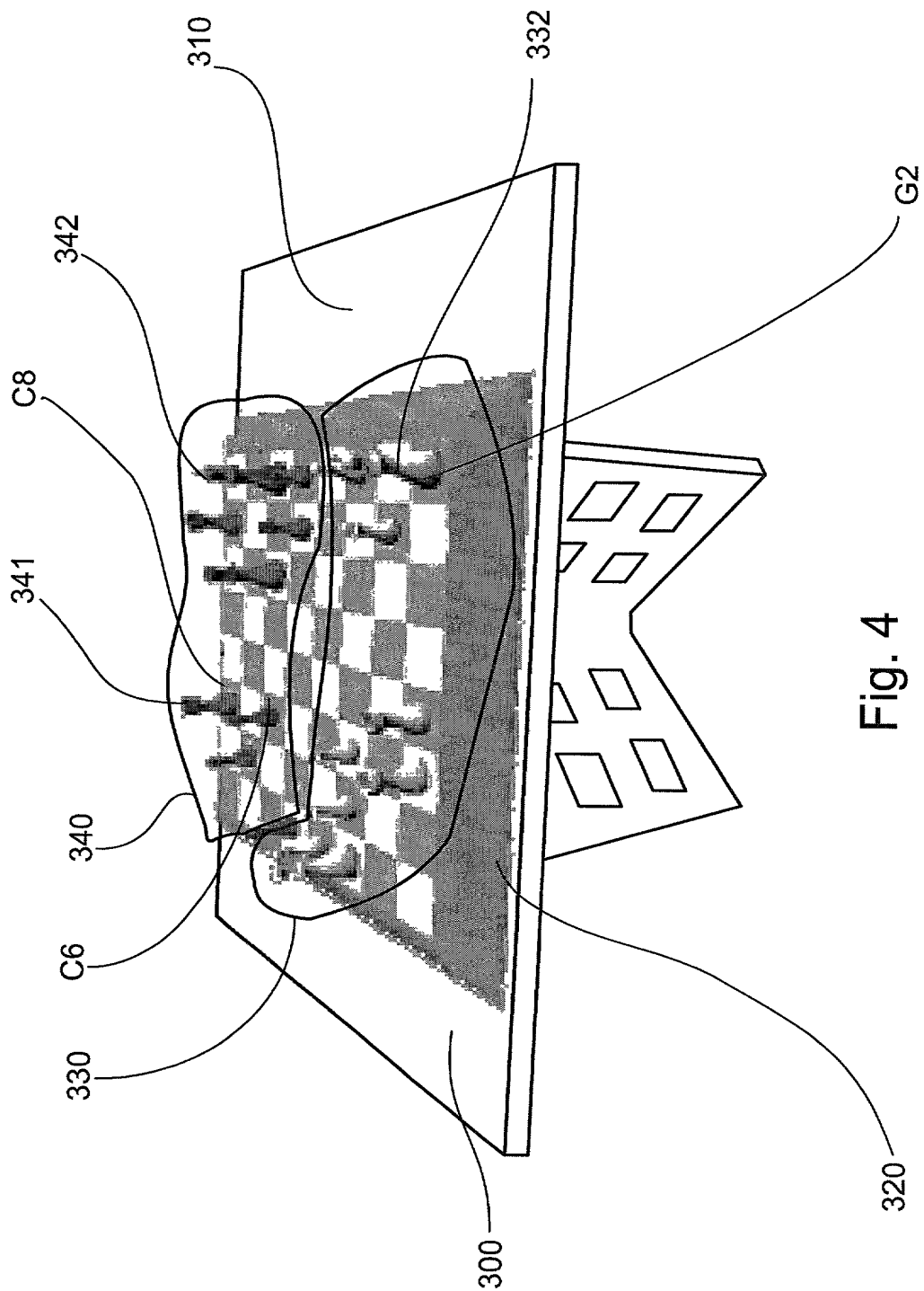


Fig. 4

# Command Processing with Experts-Diagram

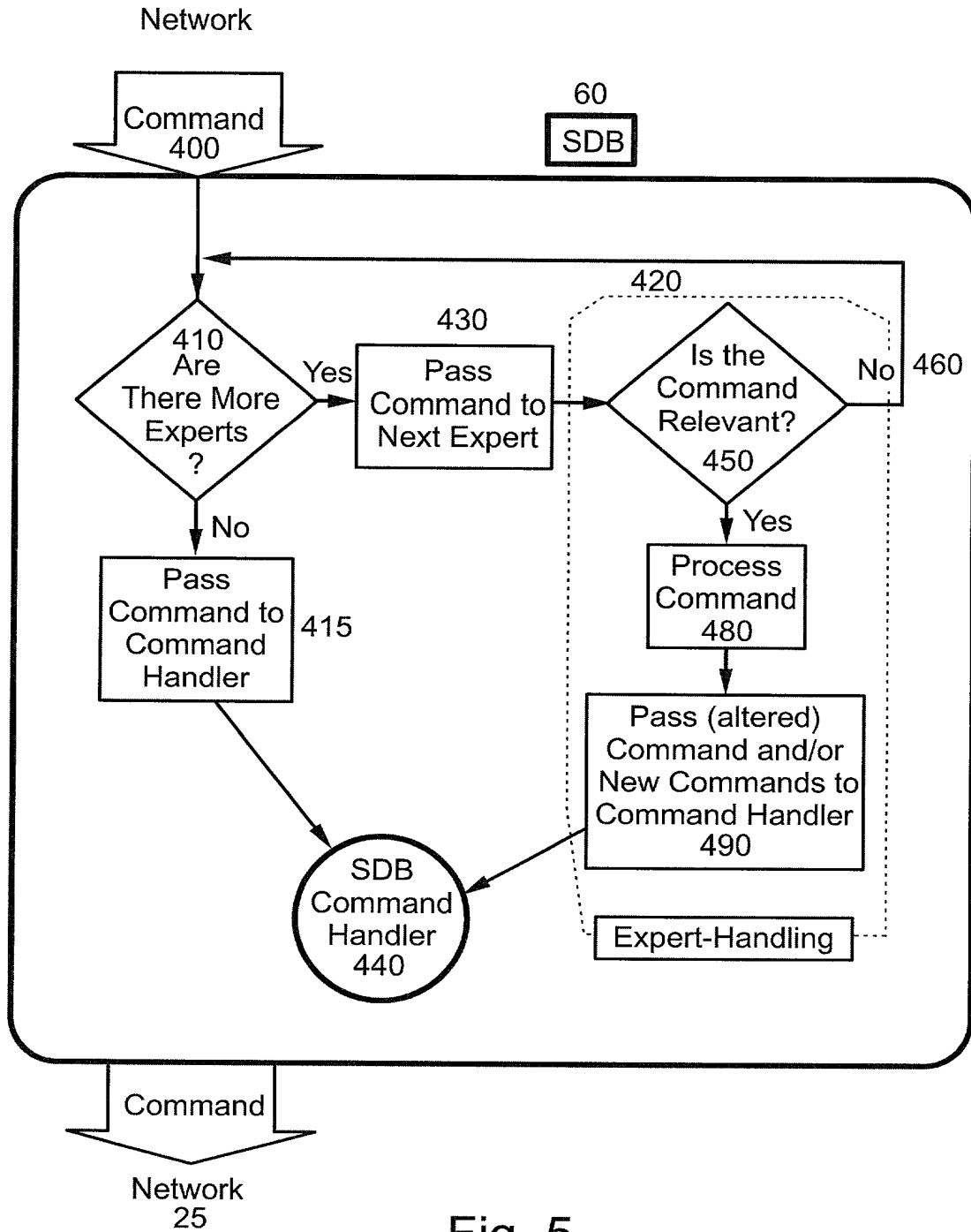


Fig. 5

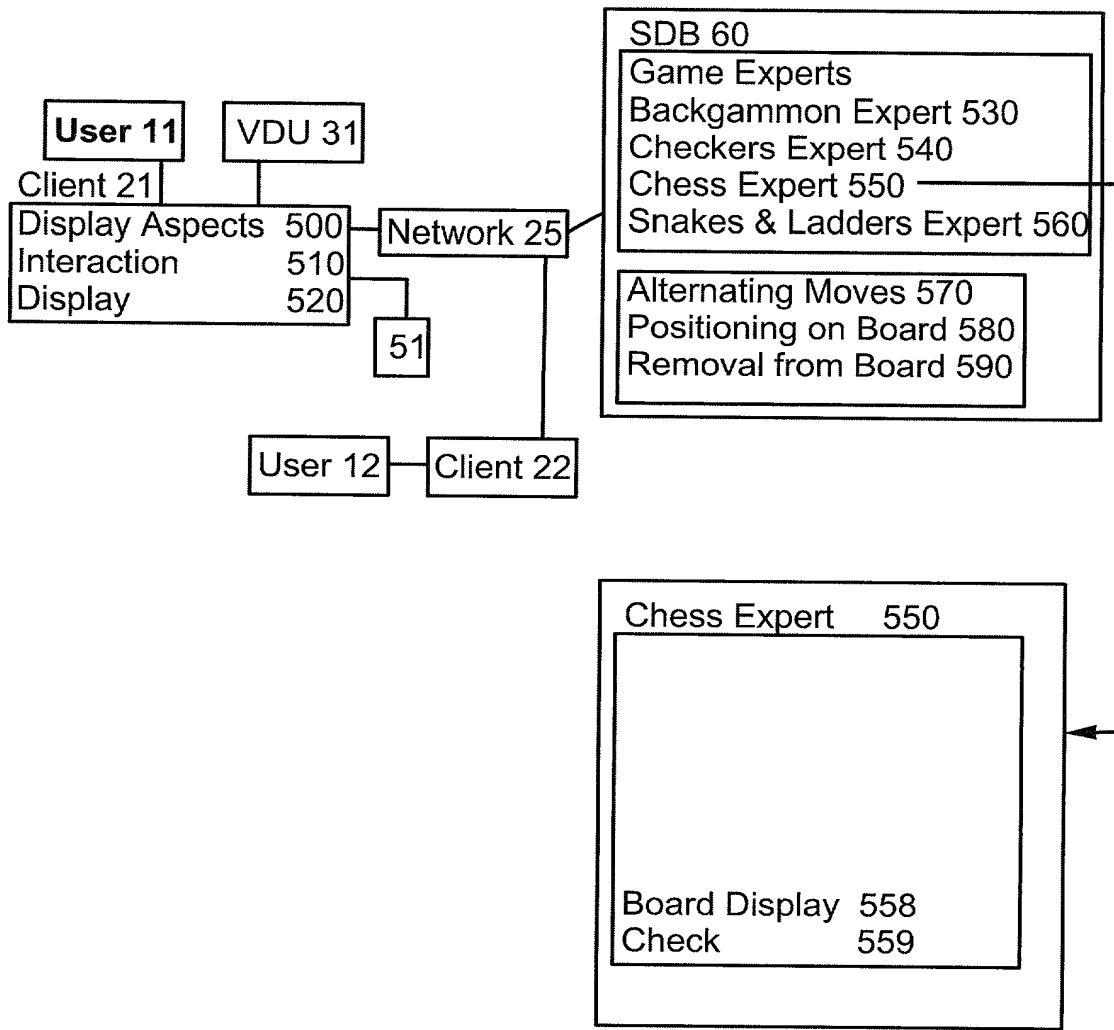


Fig. 6

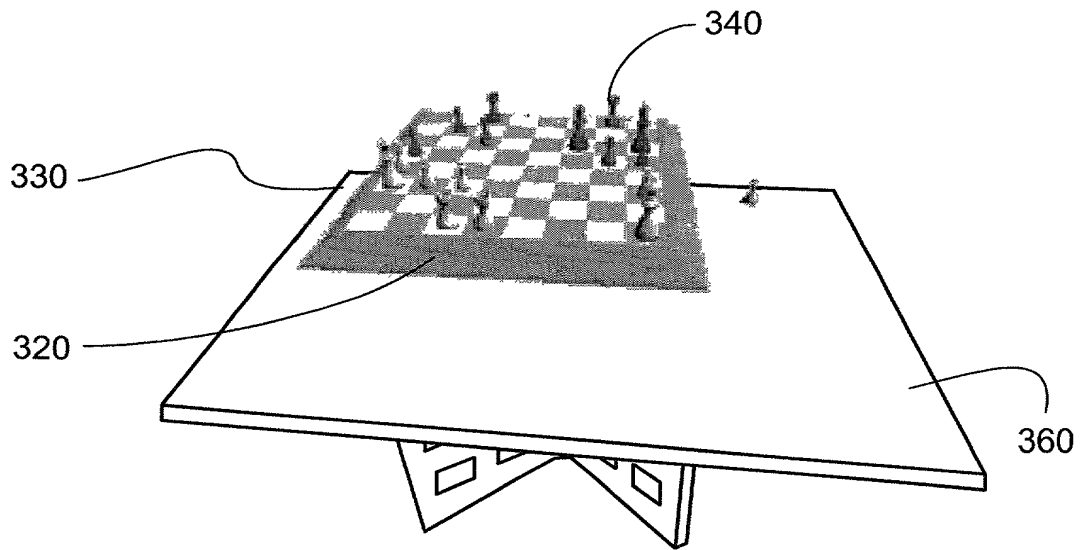
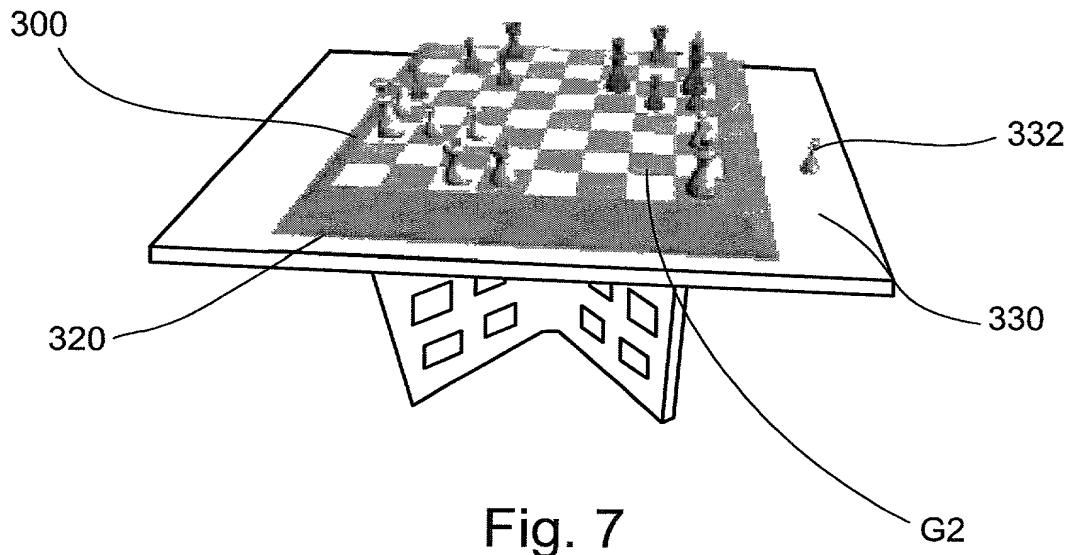


Fig. 8

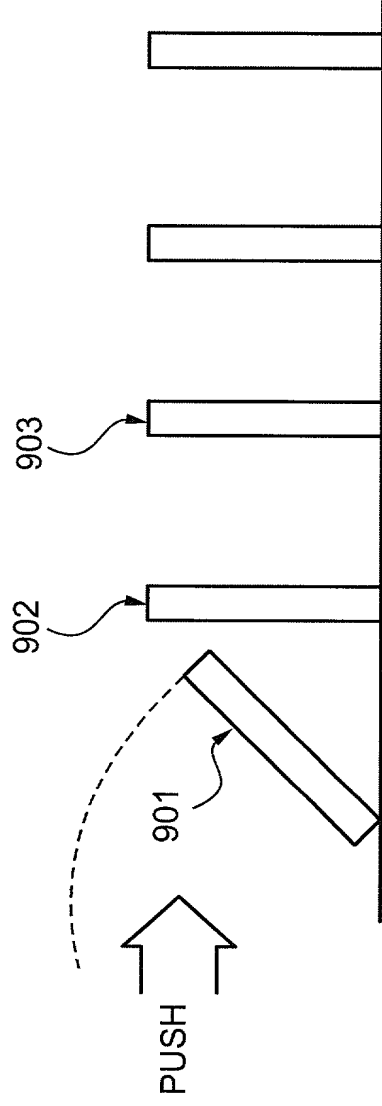


Fig. 9



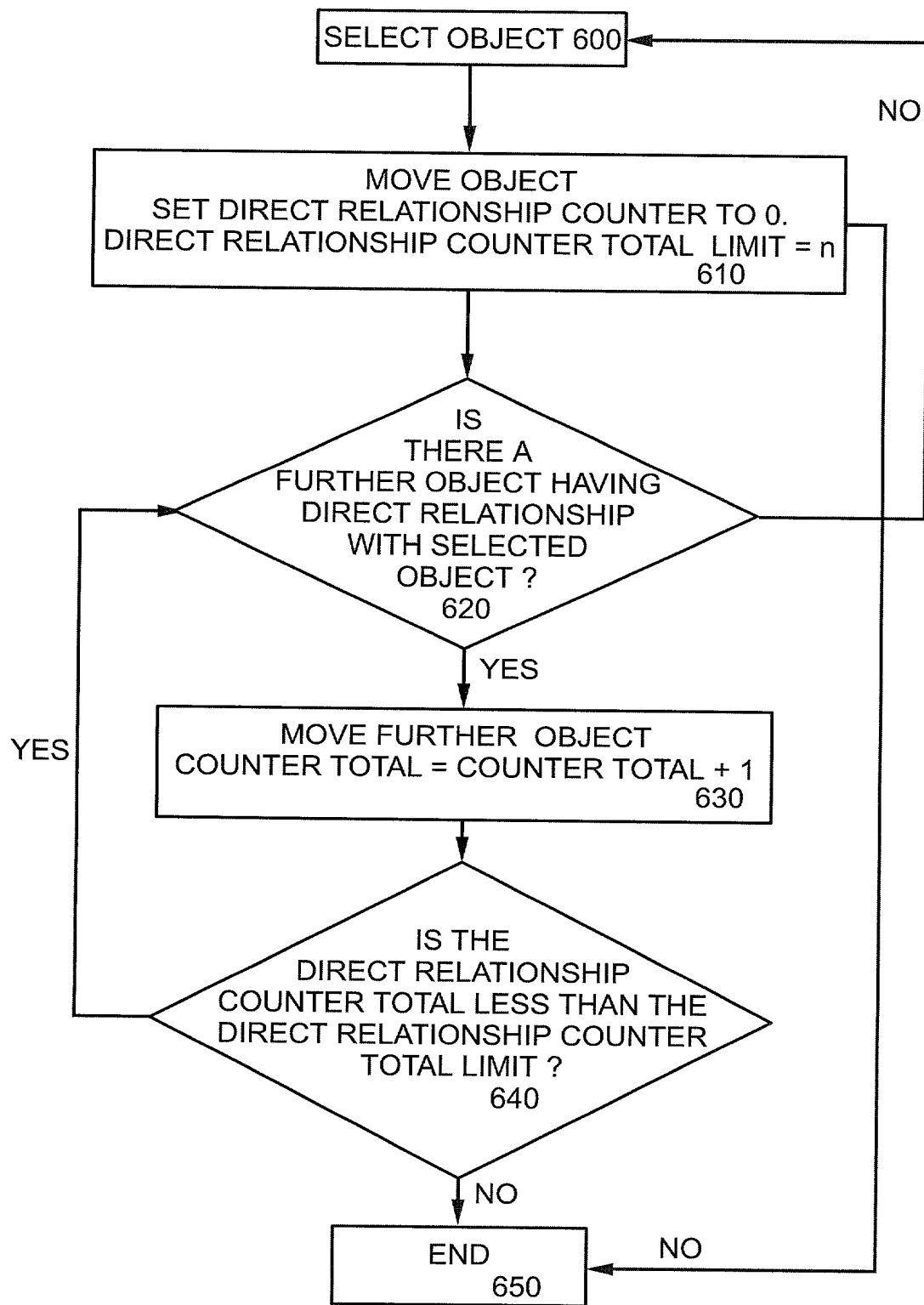


Fig. 10

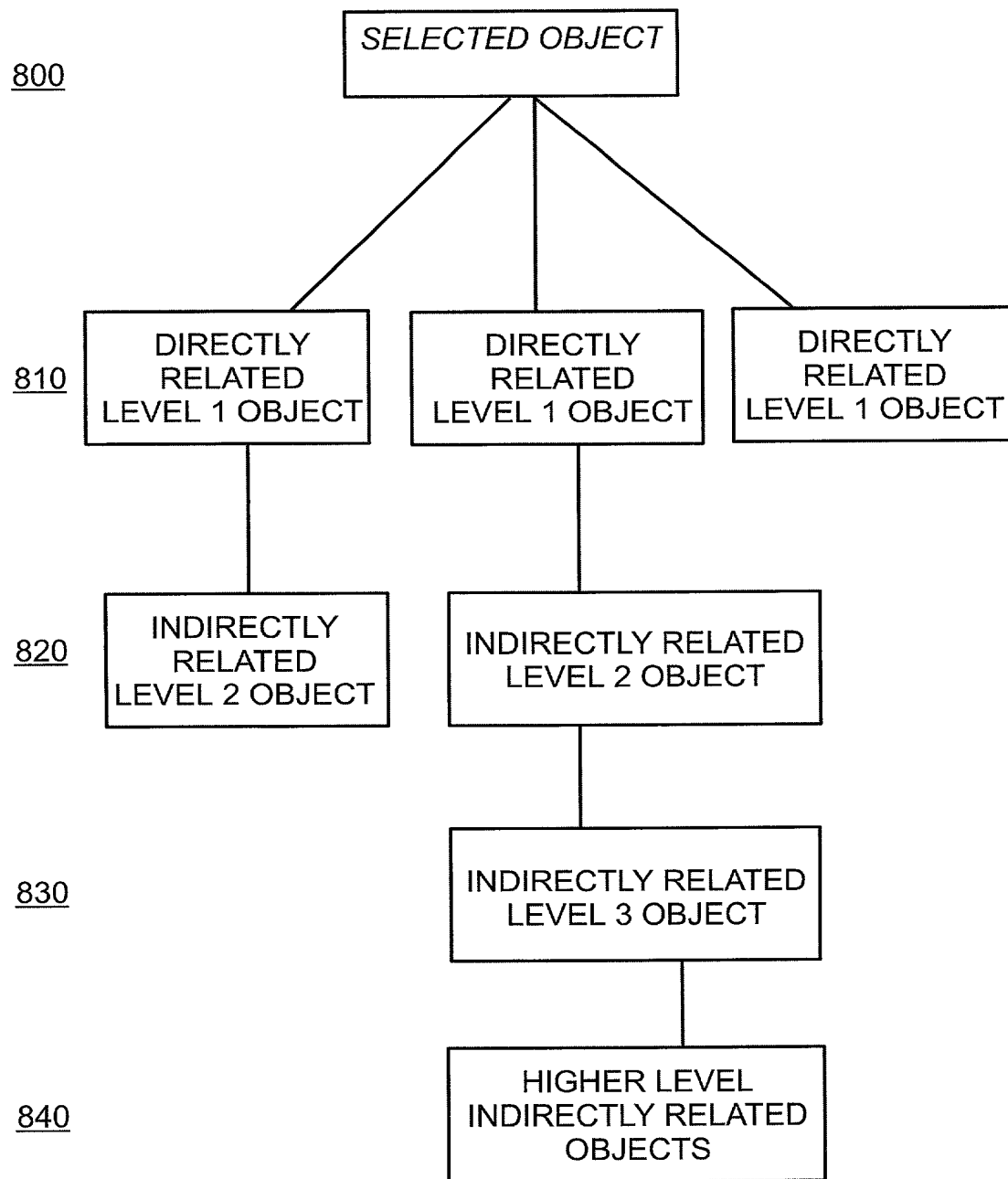


Fig. 11